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## APPENDIX A

SECURITY RISK CATEGORIES

A100 GENERAL. This appendix lists specific AA&E items in Security Risk Categories I through IV and provides a Decision Logic Table for categorizing ammunition and explosive items not specifically listed (an exception to applying the Decision Logic Table is when there is Tri-service agreement to place an item in a different security risk category than that indicated by the table).

a. Any single container that contains enough parts that, when assembled, will perform the basic function of the end item, will be categorized the same as that end item.

b. Newly developed missiles and rockets similar to those in Category I will be included automatically in that category as they come into the inventory.

## A101 MISSILES AND ROCKETS.

a. Category I. Nonnuclear missiles and rockets in a ready-to-fire configuration, or if jointly stored or transported with the launcher tube and/or gripstock and the explosive round, for example: Hamlet, Redeye, Stinger, Dragon, Javelin, Light Antitank Weapon (LAW) (66mm), shoulder-launched multi-purpose assault weapon (SMAW) rocket (83mm), M136 (AT4) antiarmor launcher and cartridge (84mm).

b. Category II. Missiles and rockets not in a ready-to-fire configuration that are crew-served or require platform-mounted launchers and other equipment to function. Included are rounds of the tube-launched optically tracked weapon (TOW) and Hydra-70.

c. Category III. Missiles and rockets that require platform-mounted launchers and complex hardware and software equipment to function, such as the Hellfire missile.

## A102 ARMS

a. Category II. Light automatic weapons up to and including .50 caliber and 40mm MK 19 machine guns. Note: Marine Corps activities will treat 20mm M242 (Bush Master) chain guns (and similar newly-developed weapons) as Category II arms if they are not mounted on secured vehicles.

b. Category III

(1) Stinger missile launch tube and gripstock.

(2) Hamlet and Redeye missile launch tube, sight assembly, and gripstock.

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- (3) Dragon missile tracker.
- (4) Mortar tubes up to and including 81mm.
- (5) Grenade launchers.
- (6) Rocket and missile launchers, unpacked weight of 100 pounds or less.
- (7) Flame throwers.
- (8) TOW launcher, missile guidance set and optical sight.

c. Category IV

- (1) Nonautomatic shoulder-fired weapons, other than grenade launchers.
- (2) Handguns.
- (3) Recoilless rifles up to and including 106mm.

A103 AMMUNITION AND EXPLOSIVES

a. Category I. Complete explosive rounds for Category I missile and rockets.

b. Category II

- (1) Hand or rifle grenades, high explosive and white phosphorus.
- (2) Mines, antitank or antipersonnel (unpacked weight of 50 pounds or less each).
- (3) Explosives used in demolition, C-4, military dynamite, and TNT with an unpacked weight of 100 pounds or less.
- (4) Warheads for sensitive missiles and rockets weighing less than 50 pounds each.
- (5) The binary intermediates "DF" and "QL" when stored separately from each other and from the binary chemical munition bodies in which they are intended to be employed (see SECNAVINST 5510.29A, (reference (w)), for security requirements for other chemical agents).

Note: Weapon components such as silencers, mufflers, and noise suppression devices will be treated as Category II items.

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c. Category III

(1) Ammunition, .50 caliber and larger, with explosive filled projectile (unpacked weight of 100 pounds or less each)

(2) Incendiary grenades and fuses to high explosive grenades.

(3) Blasting caps.

(4) Supplementary charges.

(5) Bulk explosives.

(6) Detonating cord.

(7) Warheads for sensitive missiles and rockets weighing more than 50 pounds but less than 100 pounds each.

d. Category IV

(1) Ammunition with non-explosive projectile (unpacked weight of 100 pounds or less each).

(2) Fuses, except for paragraph A103c(2).

(3) Grenades (illumination, smoke, and CS).

(4) Incendiary destroyers.

(5) Riot control agents, 100 pound package or less

(6) Ammunition for weapons in section A102 above, not otherwise categorized.

(7) Explosive compounds of sensitive missiles and rockets (except warheads).

(8) Warheads for precision guided munitions (PGM) weighing more than 50 pounds (unpacked weight).

A104 DECISION LOGIC TABLE. This table helps apply physical security risk category codes to ammunition and explosives not already categorized. Rate the ammunition or explosive item in each of the four risk factors listed here, obtaining a number value for each factor. Then add these numbers to determine the appropriate security risk category using the rankings shown here.

<u>Total of Risk Factor Numbers</u>	<u>Physical Security Risk Category Code</u>	<u>Evaluation</u>
4-5	II	High Sensitivity
6-8	III	Moderate Sensitivity
9-12	IV	Low Sensitivity
13-16	--	Nonsensitive

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a. Utility

<u>Numeric Value</u>	<u>Utility</u>	<u>Description</u>
1	High	High explosive, concussion and fragmentation devices.
2	Moderate	Small arms ammunition.
3	Low	Ammunition items not described above--NONLETHAL, civil disturbance chemicals, incendiary devices.
4	Impractical	Practice, inert, or dummy munitions; small electric explosive devices; fuel thickening compound; or items possessing other characteristics which clearly and positively negate potential use by terrorist, criminal, or dissident factions.

b. Casualty/Damage Effect

<u>Numeric Value</u>	<u>Casualty/Damage Effect</u>	<u>Description</u>
1	High	Extremely damaging or lethal to personnel; devices which will probably cause death to personnel or major material damage.
2	Moderate	Moderately damaging or injurious to personnel; devices which could probably cause personnel injury or material damage.
3	Low	Temporarily incapacitating to personnel.
4	None	Flammable items and petroleum based products readily obtainable from commercial sources.

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c. Adaptability

<u>Numeric Value</u>	<u>Adaptability</u>	<u>Description</u>
1	Without Modification	Usable as is; simple to function without use of other components.
2	Slight Modification	Other components required; or can be used with slight modification.
3	Major Modification	Requires the use of other components which are not available on the commercial market; or can be used with modification that changes the configuration.
4	Impractical to modify.	Requires specific functions or environmental sequences which are not readily reproducible, or construction makes it incapable of producing high order detonation; for example, gas generator grains, and impulse cartridges.

d. Portability

<u>Numeric Value</u>	<u>Portability</u>	<u>Description</u>
1	High	Items which easily can be carried by one person and easily concealed.
2	Moderate	An item whose shape, size and weight allows it to be carried by one person for a short distance.
3	Low	Items whose shape, size and weight requires at least two persons to carry.
4	MHE Required	The weight, size and shape of these items preclude movement without MHE.